



Puffle Wild – Gameplay Overview

Design Requirements

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Basic Game Play Overview

Puffle Wild is a match-3 game where the basic mechanic is swapping two objects on the game board to make a set of 3+ matching objects (in this case: berries). When matches are made, the berries are said to be cleared or “popped”.

Basic Match Types

- Match-3: Make a set of 3 matching berries
- Match-4: Make a set of 4 matching berries, vertically or horizontally
 - A vertical Match-4 creates a Horizontal Berry Blaster (*see Berry Types*)
 - A horizontal Match-4 creates a Vertical Berry Blaster (*see Berry Types*)
- L/T-Match: Make a set of 5 berries in the shape of an L or T
 - This creates a Zap Blaster (*see Berry Types*)
 - A T-Match with more than 5 berries will instead create a Super Blaster (*see Berry Types*)
- Match-5: Make a set of 5+ berries
 - This creates a Super Blaster (*see Berry Types*)

Win Conditions

Each level has one of three possible win conditions the player must meet in order to complete the level. Win condition type and target are set in the Level Editor.

- Pop X Amount of [Color] Berries
 - **Requirement:** Player must match the specified quantity of up to 3 specified berries
 - **HUD Goal Display:**
 - Colored berry icon(s) and number of remaining berries required
 - Display counts down as each berry is successfully popped
- Clear the Snow
 - **Requirement:** Player must break all the Snow obstacle tiles (*see Obstacles*)
 - **HUD Goal Display:**
 - Snow icon and number of remaining snow tiles required
 - Display counts down as each Snow tile is successfully broken
- Reach X Score
 - **Requirement:** Player must reach the specified score amount or greater
 - **HUD Goal Display:**
 - Shows the score goal



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Regardless of the win condition, the player will also have to earn at least 1 Star (*see Star Bar*) to complete a level.

Level Restrictions

Each level has one of the following restrictions that set the conditions under which the player must reach its win requirement:

- Moves
 - Player has X moves to meet the level's win condition
 - HUD Display: Number of moves left is displayed above the perch
 - The level ends if the counter reaches 0
- Time
 - Player has X seconds to meet the level's win condition
 - HUD Display: Number of seconds left is displayed above the perch
 - The level ends if the counter reaches 0

In both cases, if the player meets the win condition before the move/time counter reaches 0 they will continue playing until there are no more moves/seconds left.







Obstacles

Obstacles (also called Blockers) are elements on the board that prevents the player from making matches on the board, with the exception of Snow. Their unique behaviors are listed below:



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Name	Image	Candy Crush Equivalent	Can berries pass through?	Can Overlay Ice?	Breaks to...	Clear Requirement
Snow x1		Jelly	Yes	N/A	Clear	Clear berry within
Snow x2		Double Jelly	Yes	N/A	Snow x1	Clear berry within
Vines		Licorice Locks	No	Yes	Clear	Clear berry within
Small Rock		Multilayered Icing	No	No	Clear	Clear adjacent berry
Medium Rock			No	No	Small Rock	Clear adjacent berry
Big Rock			No	No	Med Rock	Clear adjacent berry

- **Snow:** Clear by making matches with the berry contained within it
 - There can be up to 2 layers of Snow, and one match will clear one layer of Snow (i.e. turns Snow x2 into Snow x1)
 - Berries can fall through Snow
 - Snow tiles never change position, even during a board shuffle
- **Vines:** Clear by making a match with the berry contained within it
 - Vines can be overlayed on top of Snow tiles
 - The player must clear the Vine tile before being able to break the Snow tile
 - Berries cannot fall or pass through Vines
 - During a board reshuffle, berries trapped in Vines will not change position
 - Vine tiles never change position, even during a board reshuffle
- **Rocks:** Clear by making a match with the berries adjacent to it
 - Similar to Ice, there can be up to 3 layers of Rock



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- Berries cannot fall or pass through Rocks
- Rock tiles never change position, even during a board reshuffle

Game Space Elements



Game Board

The game board is a collection of tiles containing the berries for matching, and can be any shape or size that fits in a 9x8 grid.



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The Perch

The perch consists of three platforms that can each hold one Puffle.

HUD

- **Help Button:** Tap to open the Help menu
- **Score:** Displays the player's current score
 - Score counts up dynamically during gameplay (*see Scoring*)
- **Goal:** Displays the win condition required to win the level
 - Placement depends on the type of win condition
- **Level Restriction:** Displays the number of moves/seconds the player has left to reach the win condition
- **Star Bar:** Visual representation of the player's current score
 - Three stars are dynamically positioned on the bar based on score amounts set in the Level Editor
 - If the bar fills up and reaches one of the star icons, a celebratory animation occurs signaling that the player has earned that star
 - The 3rd star is always placed on the far right of the bar
 - The player can achieve a score higher than the 3rd star amount, but the visual bar will no longer represent this visually
 - The number of stars earned in a level determines how many stars appear on its corresponding level node on the Map
 - The player must reach the 1st star in order to complete a level

Berry Types

Berries are the gameplay objects that the player manipulates in order to create different matches. There are currently 16 berry types:

Normal Berries

These berries have no special qualities:

- | | |
|------------------|------------------|
| • Blue Berries | • Orange Berries |
| • Red Berries | • Purple Berries |
| • Green Berries | • Pink Berries |
| • Yellow Berries | • White Berries |



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- Brown Berries
- Black Berries
- Gold Berries
- Rainbow Berries

Power-Up Berries

These berries are created by making special matches (*see Basic Match Types*), and can come in any of the Normal Berry colors depending on what color berries were matched to create them.

With the exception of the Super Blaster, Power-Up Berries must still be matched with berries of the same color to activate. (*see Advanced Matches for special cases*)

- **Vertical Berry Blaster:** Clears the column it's placed in at the time of the match
 - Displayed as a Normal Berry spinning vertically
- **Horizontal Berry Blaster:** Clears the row it's placed in at the time of the match
 - Displayed as a Normal Berry spinning horizontally
- **Zap Blaster:** Clears a 13-tiles in the shape of a diamond
 - Displayed as a Normal Berry throbbing
- **Super Blaster:** Can be matched with any Normal Berry to clear all other berries of that color (*see Advanced Matches for special cases*)
 - Displayed as a unique berry

Puffles

Puffles eat the berries popped by making matches, allowing them to fill their charge bars and use special power-ups.

Feeding Puffles

- When a berry is popped, the juice from the berry flies from the board to the corresponding color Puffle
 - If there is no Puffle of that color on the perch, the juice will not appear
- If the player has 2 or more Puffles of the same color on the perch, the juice will feed all of them, however at a rate divided by 2 or 3 depending on how many Puffles are fed at once.



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Charging Puffles

- Each Puffle has a charge bar on the edge of its perch that fills up as it is fed berries
- One popped berry equals one point added to the Puffle’s charge bar
 - Depending on the Puffle’s color, the amount of berries needed to charge the Puffle to full will vary
- When a Puffle’s charge bar is full, the Puffle performs a “charged up” animation
 - The type of animation depends on the color of the Puffle
- While the Puffle is fully charged and waiting to be used, it will have a “charged” visual effect around it to entice the player toward pressing it
- If the Puffle is fully charged, juice will no longer fly to it when berries of its color are popped

Using Power-Ups

Once a Puffle is fully charged, the player can tap on it to activate its power-up ability. See *PW-PufflePowers* for more details.

- Puffle Power-Ups cannot be triggered while the board is mid-cascade (board must be idle)
- When triggered, the Puffle performs its unique “power unleashed” animation

Gameplay Flow

The following outlines the different stages of gameplay and specific scenarios that can occur.

Level Start

- The level begins with the player’s chosen Puffle(s) sitting on the perch(es)
- Before the board slides in, berries are pre-spawned into the tiles
 - Berries can be placed in the following ways:
 - **Pre-set Placements:** Specific berries are placed in fixed locations (used for tutorials)
 - **Random Placement:** Board is filled with berries, but their placements are randomized
 - **Fall From Top:** The board starts empty, and berries fall down onto the board after it slides in



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- With the exception of “Fall From Top” scenarios, the board should load so that there aren’t already matches on it
- Each level is pre-set to have only certain color berries appear (usually 4-6 colors) regardless of what Puffle’s the player brings in with them
- Once the berries are set, the board slides in from the right

Gameplay Begins

While the basics of the game are covered in the Basic Game Play Overview, the following are additional features available during game play:

- **Scoring:** As the player makes matches, score numbers will appear after the berry popping animation causing the total score to increase
 - See *PW-ScoringSystem.docx* for more details
- **Hints:** If the board is idle and the player doesn’t provide input for 6 seconds, the game identifies an available move and causes those berries to bounce
- **Board Reshuffle:** If there are no available moves on the game board, the game will pause and reshuffle the berries so that more moves are available
- **Celebration Text Overlays:** When the player creates a cascade of matches in a single move, celebratory text will appear over the game board to congratulate the player depending on how many berries were popped
 - 12 – 19 Berries: Amazing!
 - 20 – 29 Berries: Terrific!
 - 30 – 44 Berries: Awesome!
 - 45 – 59 Berries: Fantastic!
 - 60+ Berries: Marvelous!
- **Advanced Matches:** In addition to the basic matches, there are special matches the player can make that have significant effects on the game board
 - **Berry Blaster + Berry Blaster:** Clears the row and column that the swiped berry is placed in
 - **Berry Blaster + Zap Blaster:** Clears three rows and three columns with the origin point being where the swiped berry was moved



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- **Zap Blaster + Zap Blaster:** Clears a diamond shape that's twice the size of a normal Zap Blaster, with the origin point being where the swiped berry was moved
- **Super Blaster + Berry Blaster:** Turns all berries of the Berry Blaster's color into a mixture of Vertical and Horizontal Berry Blasters and activates them
- **Super Blaster + Zap Blaster:** Clears all berries of the Zap Blaster's color, and then once the board returns to an idle state another random color is cleared from the board
- **Super Blaster + Super Blaster:** Clears all berries on the board

Level End

Level Win Messaging

If the player ends the level with the win conditions met, the Level Win UI will appear showing the following:

- Congratulatory message based on how many stars were earned
- Number of stars earned
- Total Score
- Retry Button
- Next Level Button

Level Fail Messaging

If the player ends the level without meeting the win conditions, the Level Fail UI will appear showing the following:

- Failure text
- Explanation of failed objectives
- Total Score
- Retry Button
- Close Button